

White Paper

White Paper Draft 1



AUTHOR: Di

The background of the page features a large number of blue triangles of various sizes and shades, scattered across the right side and bottom. They appear to be floating or falling, creating a sense of motion and depth. The colors range from light cyan to dark navy.

Disclaimer

SOME LEGAL TEXT

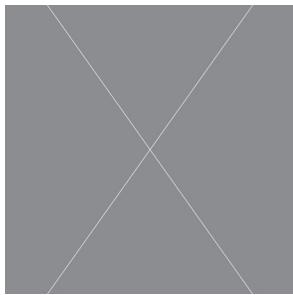
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INTRODUCTION



Abstract



Technology frequently produces surprises that nobody predicts. In late 2021, both the terms “Metaverse” and “Web 3.0” reached maximum public popularity according to Google Trends. We also observed tech giants as well as startups aggressively revealed plans about constructing their interpretation of Metaverse/Web 3.0 apps, leaving many fundamental questions to the public:

“How can I get involved?”

“Which metaverse should I join?”

“Do I own the content I create?”

We dislike the uncertainty as much as you do.

Therefore, our answers are:

“...by creating your own version of metaverse”

“...any, or, all of them”

“...absolutely Yes!”

Executive Summary

Overview

[Project Name] is a sophisticated platform that bridges not only traditional video games and the blockchain world, but also provides solutions to connect different metaverses. It includes:

- **An SDK(Software Development Kit) for game developers to easily interact with blockchain applications**
- **A social profile showcase, where users can customize their public profile pages**
- **An AI-powered style transfer toolkit, to convert any image's style into our style**
- **A general-purpose non-fungible tokens(NFT) mechanic that is accepted in all participating games**
- **A cross-chain NFT marketplace where players can buy and sell NFTs on any preferred public chains**
- **A utility token, [TOKEN NAME], to fuel and govern the entire ecosystem over DAO (Decentralized Autonomous Organization)**
- **A native pixel roguelike RPG (Role-playing Game) which acts as the portal to [Project Name] and introduces the ecosystem to a broader range of audience**
- **A native voxel open-world metagame that accepts immigrants from any other metaverses**

Our vision is to offer a platform for once-isolated metaverses where people can easily conduct economic cooperation that allow assets/value to flow without borders.

Currently, players are naturally separated by individual games, but each player usually plays multiple games. For one specific game, the centralized ownership and the exclusive value of the user-generated content can create barriers that stop assets from being traded to other games, and therefore can induce significant costs for players who want to try different games. For example, the ownership of a rare weapon skin from CS: GO is governed

by Steam, there is no way to directly swap it for an equally rare wearable in Dota 2: even if both games are solely operated by Steam. Players have to trade the item they own on Steam Community Market for fiat money first and then buy new items in other games with fiat. In such cases, they have to pay premium fees as well as the opportunity cost of the future value of the item they sell.

Meanwhile, game developers may find blockchain technology very helpful regarding the overall user experience and can attract more players, but it is too difficult or expensive for small-sized developer teams to integrate with blockchains because, in the domain of cryptography, there is usually only one way to do things right but infinite ways to make them wrong.

We are aiming to overcome these limitations by employing the most cutting-edge blockchain technology. We are introducing a revolutionary designed general-purpose NFT that can be converted to or from any valuable in-game content by staking.

Since 2020, we have observed many entities are entering the booming metaverse sector, while they have been trying to create their very own virtual world. We decided to make an open-world game in Phase 2, where players can carry over their profile and do anything they want. For example, The Meebits (created by the CryptoPunks team) NFT owners could bind their wallets to import the unique character they own, with our state-of-the-art style transfer tool, they can easily immigrate to our open-world with stylized character skin and blend into the ever-growing new world. Users may also upload any picture to create unique in-game assets, they would look equally awesome and consistent with the existing environment.

To achieve a smooth cold start, we also plan to release our very first game in Phase 1 to demonstrate how the entire system works. We believe it is the most intuitive way to introduce the new era of GameFi to the world.

The Platform



Game-Chain Connector (SDK)

With various components mentioned above, our platform is responsible to maintain the interconnectivity among them. Viewing the platform as a whole, both content creators and consumers may find all tools they need to create or enjoy the next-level gaming experience.

Game-Chain Connector (SDK)

We have discovered that the territory of the crypto world and traditional game industry usually does not overlap. Existing tools focus too much on the Play to Earn (P2E) model, unlike them, we hand the decision-making power to users themselves. While blockchain gurus and game developers continue delivering innovation to the world, we decided to offer a bridge that connects both sides: our game-chain connector.

Game-Chain Connector is essentially an SDK (software development kit) targeting game developers. It provides an all-in-one solution and easy-to-use interface that allows any game to interact with popular blockchains.

Major functionalities include:

- **Connection to popular crypto wallets**
- **Query on-chain data**
- **Managing the mapping between in-game items and NFT**
- **Bind existing item to NFT or mint and publish any in-game item as NFT (NFT-ize)**
- **Generate in-game items based on the property of NFT (de-NFT-ize)**
- **Maintain correct ownership of both NFT and in-game item**
- **Monitoring designated NFTs on various public chains**
- **One-click connectivity to NFT marketplace**

We will provide the SDK as well as demos in many popular programming languages to cover most of the frameworks that developers favor. Developers may choose any subset of the features they want, with maximum flexibility.

Social Profile Showcase

We understand that social features are crucial to enhance user engagement. They are interactive elements that resemble social media and form the in-game community that can be presented in various ways.

Each registered user will be given a permanent link to their public profile page. On the page, they have the capability to show off their recent in-game activities, progress, achievements, and collections they own.

One key social feature the social profile page offers is the personalized portrait.

A popular NFT project: CryptoPunks, has demonstrated that even the simplest elements (24 x 24 pixel portrait) can become a trending phenomenon. However, like other NFT collections, one of the most significant cons is that people cannot build an intuitive connection from the NFT digital art to an actual person. Considering Twitter, for example, users' avatars always come with user names. One can easily build a portrait that represents himself.

With our effort reinventing the idea of NFT portrait, users can be more creative on a larger pixel space. Additionally, their usernames can also be included. Such portraits are more like a mini personal profile, or "business cards" that can be used everywhere.

Users with accounts on our platform may create customized portraits from scratch. Starting from picking the rendering style, users may select a wide range of customizable elements to assemble their unique portraits. Importing in-game assets and displaying them are also possible. Besides the free-for-all parts, certain visual elements are rarer and can only be obtained from in-game events or the marketplace.

The profile showcase also supports add-ons. A couple of add-on slots are reserved so that users could import their equipment images or pet images from the game. With infinite customization possibilities, each profile is unique.

We expect the social portrait to act as a social identity, thus even NFT portraits are solely owned by users, we do not encourage trading them as they carry the original owner's mark. Additionally, although the NFT cannot be altered once minted, it contains a URL in its metadata to the original owner's profile page, which can be updated frequently.

AI-Powered Style Transfer

We have incorporated a reputable design team and deep learning experts to build our one-of-a-kind style transfer tool. It is able to convert any image and make it look like a first citizen in our ecosystem, without losing its original characteristics.

This powerful tool is capable of filling the natural gap between different contexts. For example, it might be awkward for a pixel character to see an item in a realistic style. With our style transfer, it will be processed and appear with the same style.

This tool is publicly available for users to create their portraits, and is internally used to handle NFT minting, cross-game asset change, and immigration.

General NFT

Currently, most of the crypto games that integrate with NFT have a vital limitation: the value of NFTs is restricted to one specific game, and such NFTs only carry game-specific information that is hard for first-time players to understand. Therefore, we introduced a higher level of abstraction of NFT assets: one kind of NFT that is accepted in all games.

Imagine one scenario: Players invested a large amount of time and effort and obtained a rare NFT in game A. Then they are attracted by another crypto-enabled game B and decide to play game B instead; an optimal option would be to sell the rare NFT, by doing this, those players no longer possess advantages in Game A and have to make a fresh start in Game B.

Our general NFT solves this problem. For all games that participate in our ecosystem, the rareness of certain NFT is recognized across the spectrum. We plan to support a bi-directional conversion from general NFT and game-specific NFT. This implies players' investments are secured in the entire ecosystem, and with the increasing number of games that join, they can expect a significant increase in the value of their NFTs. General NFT owners could easily stake their NFTs for game-specific NFTs, just like we usually see in other games, then stake it for in-game privileges based on their rareness.

Note that the conversion process is always bi-directional. Powered by our SDK, the conversion rates are highly customizable and can be dynamic. Thanks to sophisticated design as well as careful testing, we ensure such conversion is secured and a one-to-one mapping is always guaranteed, in other words, although NFTs are interconvertible, at any moment, there is only one mapping from NFT to corresponding in-game content.

Cross-chain NFT Marketplace

We understand the current NFT market is dominated by ETH-based smart contracts, but its high gas fee is stopping regular users from trading NFTs. Also, while other public chains have the same capability of distributing NFT, cross-chain transactions and cross-chain swaps are still loaded with trivial details and are expensive.

To address such segmentation between chains and to allow crypto assets to become interoperable, we introduce our cross-chain NFT marketplace. Powered by [Cross-chain tech], it is able to penetrate all potential user bases. Sellers and buyers could select whatever target chain (including Layer 2) they prefer (eg. Ethereum, Binance Smart Chain, Cardano, and Polygon, etc.) to trade NFTs.

We believe the more accessible to NFTs, the higher the chance of capturing additional users and network value.

[PIXEL GAME NAME]



Introduction

[PIXEL GAME NAME] is a multiplayer rogue-like online game, where players can explore endless dungeons, slay monsters, and collect & trade billions of unique items. Being the first citizen of [Project Name], [PIXEL GAME NAME] is inspired by many popular rogue-like games, like Risk of Rain, Street of Rouge, etc, and it is created by experienced teams to guarantee its quality. The game seamlessly combines the best of two once isolated worlds: a joyful and exciting narrative for most demanding players as well as a carefully designed ecosystem in which players can convert their progress to tradable NFTs.

Being our first and native game, [PIXEL GAME NAME] is the portal to our ecosystem. During its development, we put gameplay as our highest priority, ensuring its uniqueness and quality. We have divined ways to emphasize the challenge and randomization that makes roguelikes compelling while simultaneously making them more approachable, less intimidating. At first glance, [PIXEL GAME NAME] offers nothing but variety, challenges, and joyful adventure.

[Talk about competitors]

[Narrative design]

Unlike other crypto games that emphasize investment and return, we encourage regular players who have never heard about crypto to explore the blockchain universe while enjoying the game. With a carefully designed economic system, [PIXEL GAME NAME] leverages [TOKEN NAME] which enhances the in-game experience. [More details about it]

Social Profile Interaction

Any NFT item players own in the game can be shown on their profile page. Players have the freedom to choose whatever NFT they would like to show. NFT display is not limited to those minted within our ecosystem, users are able to bind multiple public chains then perform mix-and-match on their profile page.

Moreover, [PIXEL GAME NAME] is highly integrated with Social Profile Showcase, which means many in-game assets, stats, activities can be synced to owner's profile.

In-game Assets

During the gaming process, players have chances to complete various adventures and quests. Certain special items can be randomly dropped as rewards. Again we hand the power of determination to players: whether they want to trade it for other items or crypto, or keep it to show off on their profile.

Portability

We aim to take advantage of this game to demonstrate how seamlessly it can be to immigrate to our open-world game. Therefore, upon the release of the open-world game in Phase 2, a one-click immigration option would be made available for all [PIXEL GAME NAME] players, players can carry over the progress as well as assets and then explore the new world with characters they are already familiar with.

[VOXEL GAME NAME]



Tooling

We will release a set of tools for content creators to create their own instances (UGC). Tools under development consist of:

Tool	Function	Cusomizables
Map Editor	Create maps of any size	Terrain, building, weather, obstacles/paths, etc.
Object Editor	Create unique items within the instance Create characters, NPCs, monsters, and their AI Create spells/magics	Appearance, interactive logic, stats, drops, etc.
Rule Editor	Override the default game behaviors: listen to in-game events, query blockchain information, deploy custom scripts	Physical rules (eg. gravity) Actions allowed (eg. disallow PvP) Events (eg. random thunderstrike) Game flow (eg. victory condition)

Thanks to [VOXEL GAME NAME] 's professional development team, it is flexible enough for most types of games and ways of playing to be ported in.

It is worthwhile to mention the support of custom scripts. Creators with programming skills could benefit from the extra flexibility it brings and bring their own innovations to the next level.

Introduction

Being a free-to-play, open-world game, [VOXEL GAME NAME] does not define a clear purpose by design. In fact, [VOXEL GAME NAME] is only a playground, players have the ultimate power to determine what they want to do. Notably, greater power of how the world works is handed to content creators and the community as well.

Basics

First-time players may find the [VOXEL GAME NAME] looks like Minecraft: everything is made of blocks. And we believe it is the best part of Minecraft: building things made easy.

A massive map is created as the base reality for everyone. It is the world every player lives in (as a symbol of existence), and also the map new players land on. There are also many instances, or “sub-world”, attached to it.

The entire world is made of 2 major parts: PGC (Professionally Generated Content) and UGC (User-generated Content).

	Maps	Rules	Narrative
PGC	Created by us Everyone can join	set by us (eg. event map may disable PvP)	composed by us
UGC	Created by users Only invitees can join	set by users	composed by users

Instances (Base and Alternate Reality)

In our multiverse model, the reality consist 2 parts: one base reality, which is the single source of truth and is the place where everyone lives in; and infinite alternate realities. Here, we adopt the concept of “instance” from the gaming industry: an instance is a copy of the base reality but things work differently there. In [VOXEL GAME NAME], an instance is equal to an alternate reality.

There are 2 types of instances: public and private.

Public instances are created and maintained by us, serving as the shared place that everyone can join and explore. Its resources are available to everyone.

For example

- a “City Hall” map is for common gatherings
- a “Concert” map is for special online events
- a “Battleground” map is for PvP activities

During the game operation, we would regularly extend the base map and release sophisticated pre-built maps with different narratives in order to introduce more possibilities to players.

Private instances are created and maintained by players. Players act as “The Creator”, with privileges like building landscapes and creatures, altering the rules, adding narratives, NPCs, monsters, and quests, etc.

Each player is allowed to create one home instance. Just like the game Animal Crossing, players build their houses and decorations. Visiting others’ homes is only allowed with the owner’s invitation.

However, private instances are mainly designed for content creators to build a “sub-world” or “sub-game”. Here are 2 example scenarios:

Scenario A

Middle-earth adventure

Type	Single Player
Narrative	The player plays as a member of The Fellowship of the Ring, they are responsible for safely delivering the One Ring to Mount Doom and destroying it
Maps	Shire, Misty Mountains, Rohan, Gondor, Mordor, etc.
Content	The player needs to complete a series of quests, defeat monsters, slay the dragon, collect gold and equipment, to finally complete this instance

Scenario B

3 v 3 MOBA (multiplayer online battle arena)

Type	Multiple Player
Narrative	Destroy the enemy team's Nexus to win
Maps	arena rift
Content	The player needs to compete with the other team to gain resources, like Dota 2 or League of Legends

Once a content creator completes creating the instance, [VOXEL GAME NAME] will assign an “experience code” to it, so it can be shared with the community and everyone could join and play. The creator can also choose how they can gain profit from their content:

Free to play	Completely free of charge
One time charge	Requires a ticket (can be an NFT) to enter
Microtransaction	Free to play, but players can spend [TOKEN NAME] to purchase buff or bonus to gain advantages

We will also hold content contests with the community and set up a pool of rewards.

Projection

We define [VOXEL GAME NAME] as a “Metagame” because it exceeds the narrow sense of how games look like, it does not necessarily have to break “The fourth wall”. Instead, players can bring anything into the game, and game content is no longer restricted and owned by the developers: a significant portion of the game content will be decentralized and owned by the community. While we only provide a base reality, players can create their own reality and own it.

Being a game designed for everyone, we recognize and respect each player has a comfort zone and each item carries a context. Therefore, we welcome the projection of any item to our game.

In the light of fast-growing blockchain technology, more and more assets are mapped to chains and become verifiable. We recognize such verifiability: when mapping on-chain assets to our world, a special tag is attached to the projected asset, indicating it is trackable on the blockchain. Hence, the expensive CryptoPunks portrait owner doesn’t need to worry about others using their NFT for projection: for on-chain assets, there is a strict one-to-one mapping.

Context

We define context as a set of distinct circumstances and the environment surrounding them. Usually, there is a natural hurdle stopping objects from different contexts talk to each other. For example, CS: GO and Dota 2 are two totally different games, they are of different contexts thus seeing objects from CS: GO (like a pistol) appearing in Dota 2 might be abrupt.

To build an open world that blends all kinds of contexts, style transfer is required. Fortunately, our world is made with voxel blocks, with proper style transfer effort, they all look consistent under the same context.

Immigration

We use the word “immigration” to describe the action that people from a different context bring their character and property into our world.

A [PIXEL GAME NAME] player can immigrate to the new world and carry over most of the items they obtained.

An NFT owner can immigrate to the new world by binding their crypto wallet, then obtain a unique, styled copy of their original NFT.

A regular person can upload a photo of their dog, our style transfer tool will make it look consistent with the new world, so their new character would also have a similar pet in the game.

We welcome all people from all backgrounds to join and enjoy the real metaverse experience.

Interactions

No man is an island. We have demonstrated our approach connecting other contexts with our world. Even within the same context, i.e. [VOXEL GAME NAME], It is imperative that there should exist a way for different universes to interact.

Currently, we observe 2 types of inter-context interaction:

Base reality vs. Alternate realities

Alternate realities vs. Alternate realities

Interaction between the base reality and an alternate reality is easy to understand: players must enter the alternate reality through the base reality. Such interaction is bi-directional: resources from base reality can enter the alternate reality and vice versa.

Alternate realities can also talk to each other. We leave the power to players. Imagine that one narrative requires player to collect a specific item from another alternate reality, the sky is the limit.

Content Creation

It is our mission to build an ecosystem where content creators are actively involved. And we expect every player being involved in any form of content creation. The marketplace for creators and developers will allow for the free trade of in-game assets between the platform users. Additional benefits of this marketplace are that economic principles of supply and demand become automatically integrated into the system, allowing the community to determine the fair price of user-generated contents. The true strength of this marketplace, however, is that creators of such ASSETS can finally generate true tangible real-world value from the voxel content they create.

While building a house with blocks is essentially content creation, we focus on the bigger picture: polishing the world itself.

As mentioned above, projection is how we import objects from outsides. But it is impossible for us to manually project so many objects, even with our style transfer tool.

Therefore, we implemented a multi-factor reward model to encourage content creation.



The above process is completely autonomous, which implies the community decides and prioritizes what content they expect. Content creators receive [TOKEN NAME] rewards in 3 separated stages:

User Pledge Once approved by the community, the content creator can set a few tiers of pledge options which users can pay [TOKEN NAME] to obtain a portion of the ownership. It is like buying the stock of a company. When the projection is complete, the content creator can receive 75% of the total pledge, and the rest 25% goes to the creator pool. If the community disapproves of the work, the pledgers will get a 100% refund. Those who pledged successful projection share the ownership with the content creator, and also share the revenue generated by this projection in the future.

Creator Pool 5% of all transaction volume carried out in [TOKEN NAME] (Transaction Fees) is captured, and evenly allocated to the Creator Pool as well as the Community Pool. Based on the number of users their reviews, the content creator is able to claim rewards from the Creator Pool. Generally, the better review it receives, the higher amount of tokens it can claim.

Community Pool The Community Pool ensures that value generated through the game accrues value to the token. The token allocation of this pool will be progressively decentralized as we implement a DAO solution towards a decentralized model.

On periodical content creation contest hosted by the community, outstanding projections are eligible to receive a one-time award from the Community Pool.

Economy



Tokenomics

The total supply of [TOKEN NAME] is capped at [TOKEN CAP]. 20% locked for project development and early investors, and half of it (10% of total supply) will be used for airdrop events, to encourage the involvement of the DAO community.

[MORE DETAILS]

Public pools include:

- **Creator Pool for content creation rewards**
 - **Community Pool to support the ecosystem**
 - **Staking Pool to provide a yield and value to token holders**
-

Playing

- **Earn [TOKEN NAME] while playing the different instances.**
 - **Earn [TOKEN NAME] upon completing in-game challenges**
-

Social

- **A player can be tipped with small amount of token by other players.**
-

Content Creator

- **Creators will receive pledge from their approved content creation proposal.**
- **At the first stages of the ecosystem, we will have a rewards program to**
- **incentivize creators to fill the marketplace with innovative content.**
- **Content creators are able to implement play-to-earn model on their own instances.**

Technology



General

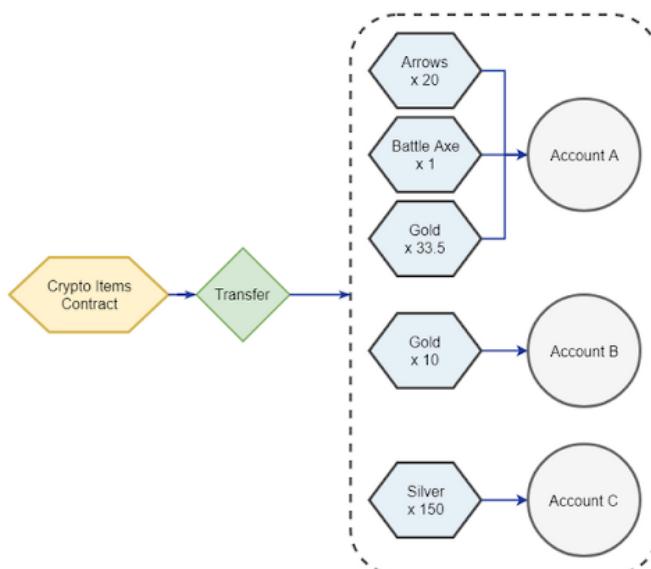
We appreciate the fast-paced innovation happening in both the crypto world and video games industry, many mature and audited technologies were used during the development.

For game players or regular crypto fans, we intentionally hide complex technical details from our user interface design, while maintaining maximum transparency. Users do not have to learn how crypto works, or the underlying logic behind each in-game operation, but they do have the power to explore in-depth.

Multiple Class Fungible Token (MCFT)

Ethereum has been the most trusted public smart chain for many years, thus we selected it for [TOKEN NAME] and many core features. As the next generation of the multi-token standard, ERC-1155 brings us the flexibility to support both non-fungible (NFTs) and fungible tokens. It is faster and more efficient to use in batch token transfers.

The Transfer, Approve, Mint and Trade functions all take arrays as parameters, which allow 100–200 such operations in a single transaction. We believe it is an important feature to power any large-scale multiplayer game.



Game-Chain Connector Implementation

As an engineer-facing product, our SDK delivers detailed documents and demos with sample code. We try to provide game developers with familiar coding experience and distribute SDK on many popular programming languages. Developers are able to access the source code and modify it to incorporate their existing tech stack.

[PICTURE HERE]

[PIXEL GAME NAME] Architecture Breakdown

[PICTURE HERE]

[VOXEL GAME NAME] Architecture Breakdown

[PICTURE HERE]

Team



Team



[NAME]
Co-Founder

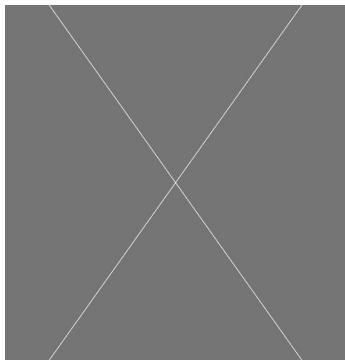
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[NAME]
Co-Founder

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Sales Team



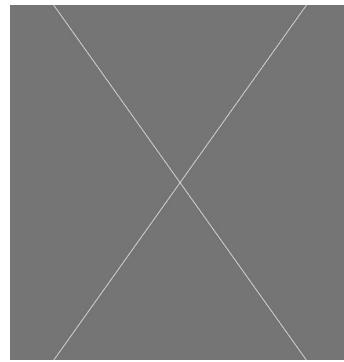
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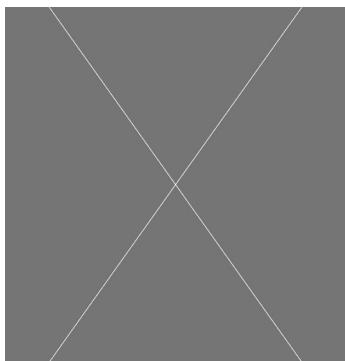
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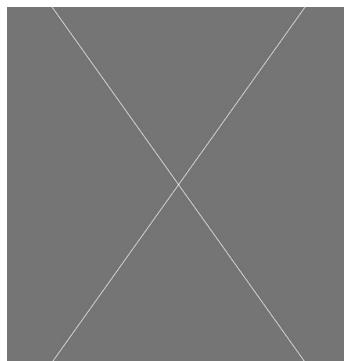
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Design Team



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Technical Team

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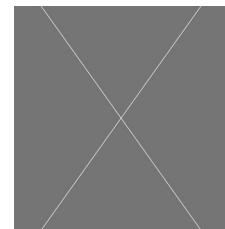
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Advisors

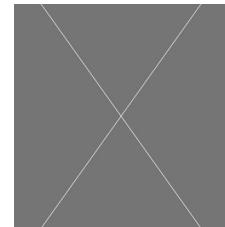
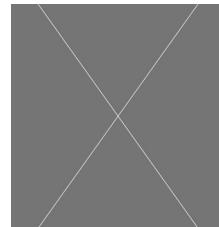


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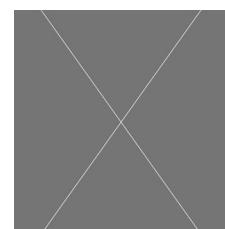
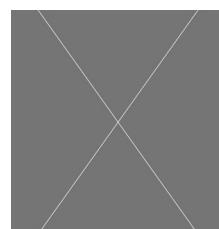
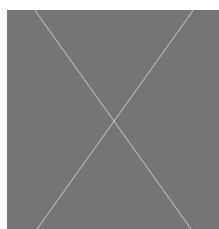


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Appendix



References

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